

Biscuits modifier (Android version) Manual

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I. Introduction modify biscuits

Biscuits modification is the most simple and easy to modify Android game Artifact (no one), multi-platform support, made in China! Used to change the game speed, change the game of money, blood, score, number of props, attack, defense, magic and other parameters. Simple and practical, you call the shots your game! Columbia produced biscuits, fine little fast, permanent free without ads, continuously updated! The software is not limited to the modification of the game, other software may also be modified.

[Note]

Please carefully read the user's manual!

Phone did not ROOT, would not normally use! Do not give negative feedback because ROOT problem, Zuorenyaohoudao!

Millet V5 system, please phone settings - Applications - find biscuits modifier - allow notification process ends biscuits modifier can normally run!

Some domestic equipment, non-standard format that may arise due to a variety of abnormalities, they will not provide technical support!

Second, biscuits modify function directory

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Third, biscuits modified main function description

1 Transmission

Transmission support for the game (but not limited to games) overall acceleration or deceleration, so often bring us a better experience the thrill of the game, even this cheating.

1.1 Forced Acceleration

Some games require the use of forced acceleration mode in order to successfully shift, for example, "Temple Escape 2" "Metro Parkour" and so on Unity3D game

development.

Usage: Check the "forced acceleration" in the box that is starting to accelerate interface forced acceleration.

1.2 Accelerated trimming

Part of the game on the accelerator fortification, excessive speed may be detected by the system, you need to fine-tune the model to be used to accelerate adjusted to the optimum ratio. In addition, when the default speed gear ratio can not meet the actual needs of users can also fine-tune the model to adjust the magnification using the acceleration, speed game experience better.

Usage: Check accelerated interface "fine tuning" check box to start fine-tuning, less than 50 times the fine-tuning step is to fine-tune step 0.1, 50 times after 1 (fine step may be adjusted accordingly in the latter, Please prevail in actual operation).

2 a key to modify

Trainer v2.0 version start adding "a key modification" feature, click on the top right corner of the main interface "skull icon" to enter a key to modify the panel. Modifications can be found through the "cloud," quickly get unlimited gold, high-grade, top with equipment, unlock levels and weapons roles.

2.1 My game

2.1.1 A key modification

Interface will list the machine has been installed and all the support of a key changes the game, click the "Edit" will begin automatically modified after successfully modified the game will automatically restart.

2.1.2 A key to restore

"One key to modify" over the game supports "one-click restore" to restore the game to look like before the modification. Click on "Restore" to start automatically restored after a successful restore game automatically restart.

Tips: Due to different versions of the game, the game does not guarantee the latest version of the game can be successfully modified the proposed changes before the game with a third-party backup software to back up the data appropriately, just in case.

2.2 All games

2.2.1 game search

Users can search the name of the game, to see if they want to modify the game to support a key modification.

2.2.2 supports a key to modify the list of games

List lists all supported the "one key modification" of the game, after each game has the status button.

Installed: The user can click on the name of the game or make a shortcut key to start the game modification operations;

Not Installed: The user can click on the name of the game, choose different ways to download the game (recommended to choose to download through the market, because it can exactly match the package name, who will be downloaded directly through the "one key modification" to modify, very convenient).

2.3 Modifying Data Management

In the upper left corner there is a button in the edit panel "brush" shaped icon, click to enter the relevant function interface.

2.3.1 emptied a key to modify the user data backup

Click to clear the original game data when a modifier key to modify the automatic backup, the operation can not be restored without restoring the user to determine their own when used to modify data prior to the game.

2.3.2 emptied a key modification program data

Click to clear the modifier keys downloaded from the cloud of a modified program files, empty the device at any time to free up storage space.

3 Data Search

3.1 General Search

3.1.1 Normal search

Conventional search is based on the exact numerical data search methods, such as game gold is 100, 100 on the search. Gold continues to make changes in the game, such as gold becomes 120, enter 120 to continue the search until a few remaining results can attempt to modify the data.

Open method: direct input defaults to a single numerical search routine search after running modifier.

The search method can be used to locate the address of a faster speed. But requires the input value is the actual value is to search for objects in memory.

It should be noted that, under normal circumstances, the game is the actual value of the displayed values, but the value is not part of the game displayed the true value can not be modified after the cause of which is currently a lot of games escalating iteration becomes. That's where the next "fuzzy search" and "anti-encryption" feature.

Tip: Typically Games Store some commodity price data is large, more than 10,000,

then you can directly search the data, in general, a search can locate several data. Then modify the data is negative bulk buy goods, gold increased in disguise.

3.1.2 Anti encryption engine

In conventional search, check the "anti-encryption" option, which launched the anti-encryption search engine. Anti encryption engine can solve part of the game memory data encryption technology issues.

At present anti-encryption applies only real data search and display data changes each time the same amount of data. Such as: game gold is 100, the actual value of the memory 102; 120 when the game goes gold, memory actual value should be 122. They both are equal to the increment or decrement.

Anti cache large amounts of data encryption in the first search, we recommend setting a small player in the phone memory will be fuzzy search buffer is set to memory card.

3.2 Depth Search

Depth of the search on the basis of conventional search increases search for floating point (decimal) of. Some parts of the game are floating-point data stored in memory, so you can search using the search depth to the data. The depth of the search does not have to enter the fractional part.

Open: Click the box to the left of the main interface to enter rigging button, then select "deep search."

Tip: Federated Search in this mode also supports searching float.

3.3 Federated Search

Open: Click the box to the left of the main interface to enter rigging button, then select "Federated Search", or the default input box, press the input format federated search directly.

Some game data memory address space tend to be small, if the search within a certain range of the data is bound to greatly improve search efficiency, federated search is to use this feature to find them.

Input formats: Price 1, Price 2, Price 3: memory address space range (8 ~ 4096)

For example, enter 300,500,700:512 then search.

Description: The default interval range is 512, do not write, you can search only 300,500,700, both in memory 512 as the search area size range also includes 300,500,700 data. Other intervals to be written at the end of this range on ": the scope." If the data is not found to modify the situation can be automatically increased memory space according to the scope of re-search (cap 4096); If too many search results, you can continue to search for any of a number of the above 300,500,700, and then modify; may also be reduced memory address space range (limit of 8) to search again.

Federated search experience:

Federated search is often in the game's store (Store) in use, according to the format of the input prices of several items and search for, locate these props when the

corresponding memory prices, the idea is usually the price change -999 999 or 0, and then buy this commodities, thereby changed to increase gold.

Note:

- a. joint search try not to input data contains zero.
- b. federated search does not support the anti-encryption.

3.4 Fuzzy Search

When I do not know the exact value, use value (eg: blood) variation by larger and smaller ways to search.

Open: Click the box to the left of the main interface to enter rigging button, then select "fuzzy search", or the default input box without entering any value, just click search.

Fuzzy Search supports searching for four variation: the bigger, smaller, changed, unchanged.

Compared precise search, fuzzy search methods can not quickly locate where the data memory address. But now many games will the game data encryption, that is the player of the game saw the value and the actual memory on the data is not the same, in order to avoid the player with the "exact search" modify the game. The fuzzy search is one very effective solution.

Fuzzy search into the format: do not enter a specific value (blank), press the button to start the search key direct search. Then select the data type, if you are unsure please choose automatic matching note: Fuzzy search large amounts of data caches, memory small phone set fuzzy search buffer memory card.

4. The list of search results

4.1 Appears

When the data is less than the number of search results 500 (version 2.5 The following is 100), the modifier will display a list of search results to the user, for the user to view, modify, lock, and delete operations.

4.2 modify the value

Users can select all or a specified memory address is checked, and enter into the input box at the value you want to modify, can directly point to determine modifications will automatically return to the game after the modification is complete.

4.3 Value Lock

User clicks on a single data left of "locking" icon turns blue, which is locked data. Once locked, the game remains the same memory data which can be used to lock the blood, time, and other operations, click again to unlock it. For the convenience of users unlock all locked data will automatically be saved to the "menu - Read / Save" in.

4.4 deletion

Single data list red cross right there, click on the data to delete the clause. Click the top of the list red cross to clear all search results, the effect of the "menu - Reset" consistent.

4.5 Memory Editor

Long press a single data memory pops up the Edit menu, which can be performed more operations on the data.

4.5.1 copy the address

Copy the current data memory address to the clipboard, you can paste the memory address can be entered in any box.

4.5.2 modify the value

Numerical modify the advanced options, you can modify the values of different data types in the same memory address, and can be locked and the save operation. Alternative option: double-word, word, byte, floating-point (decimal). Options by the search out of the data type is determined. Often selected double-word, if you want to modify the target data type is decimal floating point, then select.

4.5.3 Check nearby memory

Click to view the memory address adjacent data. Display format for the address: value to: separated, the right to the corresponding data type values. Click on the list to specify the data to be modified.

Game is similar to the memory address corresponding attribute data is often very close, which can quickly modify the game for experienced players to use.

4.5.4 Memory Kit

Click the Tools panel into memory and automatically load the data section of the memory address, details see Section 5 of this document.

4.5.5 Save

Click Save which data to "menu - Read / Save" in.

5 Memory Kit

Address offset address calculation, add addresses are more advanced modification techniques. But the principle is very simple - change each time you start the game, the memory address (hexadecimal data), but often the game two data memory

address corresponding to the pitch has remained unchanged. Using this relationship, we can easily search from the memory address, through migration, the search is not easy to calculate the memory address.

Example: Gold is very easy to find a game, but the diamond is not easy to find. If you know the offset value between gold and diamonds, diamonds that modify the process becomes very simple.

5.1 calculate the offset

Address offset refers to the offset between two memory addresses (pitch), the proposed use of senior players, the calculation results to hexadecimal, you can save the results point to the phone permanently saved.

To calculate a game gold, diamonds offset value specific process is:

1 first find gold addresses and saved.

2 found diamonds addresses saved.

3 menu - into memory tools, gold and diamonds were poured into the address from the saved list, calculate the offset.

4 close games, repeat steps 1-3.

If the offset value of each calculation are fixed, then the offset value is determined. Biscuits can go to the forum to share with other players.

5.2 calculate Address

Through an address and offset values calculated another address, address and offset value can click the small triangle to the right of the input box loaded already stored data.

Address offset value is known, for example gold and diamond between addresses, then the gold can be found address through the address offset computing gold diamonds addresses and directly modified.

For the calculation has three operating options:

Save: Click to save the data calculated to "menu - Read / Save" in.

Add: Click on the calculated results directly to the search results list.

Review: Click directly on the numerical calculation results modification.

5.3 Add Address

With this feature the user can calculate the other way to get (such as PC calculators, etc.) memory addresses directly added to the search list, in the past we used to use PC calculator to calculate the address offset, and then calculated the hexadecimal address Add to the list of memory, and then modify it. Now comes the modifier biscuits address offset calculation feature that temporarily retained to facilitate the customary address offset part of the calculator with a PC user, and later changed the function will be canceled.

6 Menu

Click the bottom left corner of the main interface to enter the menu icon.

6.1 Reset search

Click on the search results can be emptied on the current operation.

6.2 read / store

User search results, it can be temporarily stored and then used for other operations. Or, when modify operations more complex, you can turn the search progress is stored, you can always restore misuse.

6.2.1 Save this search

Can save the current search results as a whole.

6.2.2 read data

a. Click overall search term can save this search term overall reduction to the main interface of the search list. b. Click on individual items can be stored into the memory interface to modify the value.

6.2.3 Precautions

- a. locked data will be automatically added to the list of stores in order to unlock it.
- b. Reset does not clear the already stored data.
- c. every time you start the game memory data will change, so the data storage function only temporarily effective.
- d. program after switching all data will be cleared.
- e. stored data should not be excessive, it is best controlled at 500 to, not only save memory resources, but with modifications to reduce the chance of the game flash back.

6.3 Memory Tools

Memory Tool separate entrance, detailed reference to section 5 of this document.

6.4 Set

Modify settings entrance, detailed reference to Section 7 of this document.

6.5 About Help

Equipped version introduced, instructions and examples of documentation, how to obtain root privileges, Software Rating entrance, shared entrance, updated entrance, fast links User Agreement and biscuits official website, forum.

6.6 Exit

Completely out biscuits modifier.

7 Set

7.1 automatically suspended

The default is off. When the user manually turn the feature in the game is running, click on the buoy into the modifier after the main panel, the game will automatically pause. After minimizing the modifier game resumes.

7.2 compatibility mode

New in version 2.6, the default is off. There are parts of the game are in the process of running operations, such as clicking buoys into modify, search data, game speed, etc., there will be flash back phenomenon, it can be set to turn on compatibility mode, flash back will effectively solve the problem.

7.3 Search Data Caps

The default is unlimited. If the user's mobile phone memory (RAM) is too small, or if you want to minimize the search results, you can set an upper limit specified search.

7.4 Fuzzy Search Buffer

The default is intelligent. If the user's mobile phone memory (RAM) is too small, it will take up a large amount of data to search the system resources, then recommended that users set the buffer memory card.

7.5 buoys transparency

The default is 0, completely opaque. Can be set to modify the Desktop buoy transparency.

7.6 floating window transparency

The default is 5. Modifiers can be set to a floating window (panel) transparent cover for easy viewing modifier content area of the main interface.

7.7 Floating Window Color

The default is green, you can customize personalized theme color as needed.

8 biscuits shop

8.1 Recommended Applications List

Cake flour biscuits for you all kinds of applications meticulously recommended, please

download experience, but also as their support for the biscuits, biscuits thank everyone here!

8.2 My Medal

As a statistical cake flour for biscuits efforts to support the number of downloaded applications with accumulating levels.

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